

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) An image processing apparatus that displays on a display an image in which an operating object appearing in a virtual three-dimensional space is seen from a predetermined viewpoint location, comprising:

an operation controller operated by a player;

selecting programmed logic circuitry for selecting the operating object appearing in said virtual three-dimensional space, out of a plurality of the operating objects different in size, based on an operation of said operation controller;

viewpoint-location setting programmed logic circuitry for setting the viewpoint location in correspondence with said operating object selected by said selecting programmed logic circuitry; and

image displaying programmed logic circuitry for displaying a three-dimensional image including said operating object based on said viewpoint location set by said viewpoint-location setting programmed logic circuitry,

wherein said viewpoint-location setting programmed logic circuitry sets the viewpoint-locations in such a manner so that each of operating objects selected by said selecting programmed logic circuitry is displayed to have approximately the same size, regardless of the size of the selected operating object.

2. (Previously Presented) An image processing apparatus according to claim 1, further comprising:

viewpoint-location-data storing locations for storing each viewpoint location data correlated with each of said plurality of the operating objects; wherein

said viewpoint-location setting programmed logic circuitry reads out from said viewpoint-location-data storing locations said viewpoint location data corresponding to said operating object selected by said selecting programmed logic circuitry to set said viewpoint location.

3. (Previously Presented) An image processing apparatus according to claim 2, wherein each of said viewpoint location data is set in such a manner as to be displayed as the operating object approximately the same in size even if any one of the operating objects is selected by said selecting programmed logic circuitry.

4. (Previously Presented) An image processing apparatus according to claim 2, wherein said viewpoint location data includes distance data from a point-of-regard, said viewpoint-location setting programmed logic circuitry reads out said distance data corresponding to said operating object selected by said selecting programmed logic circuitry to set said viewpoint location.

5. (Previously Presented) An image processing apparatus according to claim 2, wherein said viewpoint location data includes angle data or height data from the point-of-regard, said viewpoint-location setting programmed logic circuitry reads out said angle data or said height data corresponding to said operating object selected by said selecting programmed logic circuitry to set said viewpoint location.

6. (Currently Amended) A storing medium that stores an image processing program to be executed by an image processing apparatus that is provided with an operation controller operated by a player, and displays on a display an image in which an operating object appearing

in a virtual three-dimensional space is seen from a predetermined viewpoint location, said image processing program allows a computer of said image processing apparatus to execute :

selecting the operating object appearing in said virtual three-dimensional space, out of a plurality of the operating objects different in size, based on an operation of said operation controller;

setting the viewpoint location in correspondence with said operating object selected by said selecting ; and

displaying a three-dimensional image including said operating object selected by said selecting based on said viewpoint location set by said viewpoint-location setting, wherein

said setting the viewpoint-location sets the viewpoint-locations in such a manner so that each of operating objects selected by said selecting programmed logic circuitry is displayed to have approximately the same size, regardless of the size of the selected operating object.

7. (Previously Presented) A storing medium that stores an image processing program according to claim 6, said image processing apparatus further comprises viewpoint-location-data storing locations for storing each viewpoint location data correlated with each of said plurality of the operating objects; wherein said viewpoint-location setting reads out from said viewpoint-location-data storing locations said viewpoint location data corresponding to said operating object selected by said selecting so as to set said viewpoint location.

8. (Previously Presented) A storing medium that stores an image processing program according to claim 7, wherein

each of said viewpoint location data is set in such a manner as to be displayed as the operating object approximately the same in size even if any one of the operating objects is selected by said selecting .

9. (Previously Presented) A storing medium that stores an image processing program according to claim 7, wherein

said viewpoint location data includes distance data from a point-of-regard,

said viewpoint-location setting reads out said distance data corresponding to said operating object selected by said selecting so as to set said viewpoint location.

10. (Previously Presented) A storing medium that stores an image processing program according to claim 7, wherein

said viewpoint location data includes angle data or height data from the point-of-regard,

said viewpoint-location setting reads out said angle data or said height data corresponding to said operating object selected by said selecting so as to set said viewpoint location.